

Hoops in the Highlands Rules and Regulations

ALL DECISIONS MADE BY HOOPS IN THE HIGHLANDS STAFF WILL BE CONSIDERED FINAL!

A. THE PLAY

1. Each team must have at least three players on their roster. Games may be started and completed with only two players, but not with just one player.
2. Teams will be placed in Divisions according to their current grade level. A team may choose to play in an older Division. Teams with members in different grade levels will compete in the Division of the oldest member of the team.
3. Substitution is unlimited, but permitted only when the ball is not in play.
4. To begin the game, a coin toss will determine the right to possession. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
5. The ball will change possession after all made baskets, no “make it, take it.”
6. The ball will be “taken back” on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. (“Taking back” means BOTH feet and ball behind the 20-foot two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc
7. After made baskets, violations, fouls or out-of-bounds, the ball will be taken out at “mid-court”. Mid-court is defined as the line between the 20-foot arc and inside the out of bounds line.
8. The ball must be checked by an opposing player before it is put into play.
9. The ball must be passed to a teammate to begin play. For the 1st – 3rd grade leagues the defense is required to allow the first pass to be completed.
10. Jump or held balls go to the defense.
11. TWO-POINT SHOT: Similar to the 3-point shot, a shot made from behind the in 20-foot arc will count as two points. Both of the shooter’s feet must be clearly and completely behind the 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.

B. THE TIME

1. A FIVE MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.
2. Game length will be based on points or time limit, whichever comes first, as follows:

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| 1 st - 3 rd grade | 10 points or 15 minutes |
| 4 th - 6 th grade / 7 th and 8 th grade girls | 12 points or 20 minutes |
| 7 th and 8 th grade boys | 15 points or 20 minutes |
3. Stalling goes against the fun principles of the game. An “unwritten 30-second shot clock” is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and “draw iron”) in 30 seconds, after being advised by the monitor/referee, will result in loss of possession

4. Each team is allowed one 45-second time-out. The running clock does not stop unless the timeout is called during the final 3 minutes of the game.

5. The clock will also be stopped if an injury occurs during the game.

6. If a game is ended at the time limit, the team that is ahead is declared the winner. If a game reaches this time limit in a tie, the teams will play a 2-minute sudden-death overtime with the team scoring first declared the winner. If the 2-minute overtime period expires without a score, the team that scored the last basket will be declared the winner.

C. THE COURT

1. The top, sides, and bottom of the backboard and the baseboard are inbounds. Any metal support pieces from the top base unit to the backboard are out-of-bounds.

2. Out of bounds boundaries are clearly marked and will be review by the court monitor before the games.

3. 1st and 2nd grade boys and girls and 3rd grade girls teams will play on 8 ½ -foot baskets. All other Divisions will play on 10-foot baskets.

D. THE FOULS (AND “DEBATES”)

1. If any player is less than cordial to our referees, they may be suspended for the game or the tournament.

2. Hoops in the Highlands does not recognize non-playing coaches as part of the team. These “coaches” or any spectators can be asked to leave the event site at any time should they become rude, unruly, or act in a manner that is not in the best interest of the tournament.

3. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. The court monitor’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**

5. THE REFEREE WILL CALL AND RECORD ALL TEAM FOULS ON THE SCORESHEET. For the first six (6) fouls, shooting or non-shooting, the ball is taken by the fouled team at “mid-court” to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) or two (2) free throws (If the foul occurs outside the 20-ft. arc during the act of shooting, the player is awarded two (2) free throws). Regardless if the player makes or misses the free throw(s), the shooting team shall retain possession.

6. Additionally, after the 7th foul, if the shooting team is fouled in the act of shooting and the shot is scored, the point(s) shall count and the shooting team shall retain possession. No free throw(s) shall be attempted.

7. Flagrant, Intentional, or Continuous Misconduct Fouls will result in the dismissal of the offending player.

8. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game. **ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.**